



ALBION is a journal of board wargaming, Diplomacy and allied interests. It is published on the first day of each month (subject to possible minor variations) at 10p per issue, plus appropriate postage costs. Postal Diplomacy games are reported in COURIER, the section of ALBION created for that purpose. Applications for places in Diplomacy games should be sent to the editor - Don Turnbull, 6 St. George's Avenue, Timperley, Cheshire, England; the supply of games is, generally, a function of the demand. Players awaiting a game are expected to subscribe to ALBION until the game starts; when involved in a game, players receive both ALBION and COURIER free, having paid the game fee, until either they are eliminated or the game ends; they pay postage costs throughout.

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Contributions to ALBION are welcome; they should be submitted as far in advance of publication date as possible.

The editor does not necessarily share the views of contributors as expressed in letters or articles; indeed, it is a fair comment on the editorial inertia that the editor does not have views, and therefore the various editorial meanderings in these pages should be read with a pinch of salt, or - better still - ignored altogether for the sake of sanity.

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The AHIKS British Region Members' Bulletin for June 1971 is attached to the back of this issue. This is the last time this will happen, I'm afraid, since I will not be producing the next bulletin.

The front cover is by Ian Livingstone, the cartoon at the rear by John Walker. To both, our sincere thanks.

EDITORIAL.

Since this is usually the last page of each issue I type, it sometimes happens that I have printed part of the magazine before getting down to the editorial, and this was the case with this issue. One or two points emerge - the quality of the stencils I have been using recently has suddenly improved, for no apparent reason; compare the quality of pages 17 and 18, the first being on 'old' stencil, the second on 'new'. Restores one's faith in British industry, doesn't it? Also I find a host of idiotic typing errors, which I hope you will forgive. 'Toman' legionnaires (page 7) were Roman legionnaires in disguise as I recall.....

The games waiting list hasn't been printed this time due to lack of space; it will appear in issue 30, when I am sure we will be able to announce the start of two new games, one 'domestic', one international (yes, the seven-country game is likely to come off, after all this time; thanks for your patience). There are also one or two other items which have been carried over until the next issue - a couple of articles on PanzerBlitz, a few letters which arrived too late for inclusion etc. I am, however, rather short of articles for future issues, and hope this can be rectified.

For the last six issues or so I have been attaching the AHIKS British Region Members' Bulletin to the back of ALBION to give readers an idea of what the society does etc. However this is the last issue for which this will be the case. As from next month, I am handing over the directorship of the British Region to Harry Tucker and Tony Jones, who will be producing the bulletins in future. Readers who aren't members of AHIKS will therefore not get the bulletin in future, and those who are members will receive their copies direct from Harry and Tony.

My stock of back issues has taken a beating recently, which is nice. However it means that the figures of 'back issues available', on pages 13 and 14 of this issue, are now lamentably out of date. In fact, the situation is now this:- back issues from 22 onwards are available in limited quantities; prior to issue 22, copies are only available of issues 2, 13, 14, 15, 16, 17 and 18, many of these being in short supply. In this connection, I have had a most generous offer from Bernie Ackerman, P.O. Box 2545, Pretoria, Transvaal, South Africa. Bernie says that if someone will lend him copies of those ALBION back issues which are now out of print, he will arrange to get them typed (presumably onto stencil). Since I refer regularly to my own copies of previous ALBIONS, I can't send my own to Bernie, but I hope that one of the subscribers, who has all the back issues, will be able to send him a few, particularly issues 1, 3, 4, 5, 6 and 11, which seem to be in the greatest demand. My thanks to Bernie for this offer and to anyone who is able to lend back issues; hopefully we will be able to announce a fuller stock of back issues in future.

Quite a variety of articles in this issue, which should be of interest to most readers. And the subscriber list now tops 80, which is nice; when the accounts are published, if I ever work up the courage to investigate the grim state of the ALBION coffers, we might even find that things are looking a bit more rosy than last time. This is principally due to the continued support of the subscribers, and I am most grateful.

Finally, I am happy to announce that, for the first time in many issues, I have been able to work in an insult aimed at Malcolm Watson. Early issues of ALBION were liberally laced with such noteworthy items, and he has got away with it for too long now. It will guarantee the continued support of Bob Stuart, at least.....

Don Turnbull.

THE DRAWING BOARD.

by MICHAEL NETHERCOT.

**** This is part four in Michael's series of articles which look at aspects of game design. Part 1 was in ALBION 22, Part 2 in ALBION 26 and Part 3 in ALBION 28.

djt ****

This month I want to discuss the next stage in the development of TACTICS ONE. You will perhaps remember that last time I covered the basic scale of the game and explained how it might be enlarged by using maps having matching adjacent aides. I also invited readers with a special interest in, or knowledge of, a particular period to design a set of rules for future publication.

The tactical representation of modern warfare on the gaming board presents some special difficulties. These relate to (1) the wide range of weapon systems, (2) the utility, or specific utility, of each system, (3) the effect which each system has on the target/enemy.

As a first step it was decided to divide weapon fire into two classes - 1. small arms and high explosive, 2. armour piercing. The first is the prime concern of infantry and artillery units, the second of armoured fighting vehicles and anti-tank weapons. Having made the initial classification, I scoured the book shelves for data concerning the ranges, rates of fire and qualitative values of individual weapons. The figures, suitably transformed, appear as numerical factors on the unit counters. The relationships between the factors constituting specific values were assessed on the same basis for each class of unit. Having completed the first set of calculations it became apparent that the game would have to cover a wider range of unit types than first envisaged; there would also need to be sub-divisions in order to cater for the special characteristics of some weapons.

Finally, and following a period of experimentation, the classes were arranged as follows:-

INFANTRY	I	HOWITZERS	H
ARMOUR	A	TRANSPORT AND CARGO VEHICLES	C
MORTARS	M		
GUNS	G		

Each unit counter bears one or more of these key letters describing its basic type. As the term 'cargo vehicles' includes tracked and wheeled vehicles, both armoured and soft-skinned, and as guns were mounted on a variety of tracked vehicles, or towed by prime movers, account had to be taken of all possible combinations. So, in addition to the class description, it was necessary to add three functional codes. Self-propelled guns are indicated by an S-P prefix, all wheeled vehicles bear 'w' on the counter, and all tracked and half-tracked vehicles bear 'tr'. In practice this system is not as complicated as it appears at first sight. After a few minutes one soon remembers the particular relevance of each letter and of its importance respecting movement or combat effectiveness. For example a Sexton self-propelled gun would be classed 'SP G(A) tr'.

The basic infantry unit is the Company, although in certain special cases it was necessary to go down to platoon level. For armour, armoured cars and scout cars, plus some infantry attached to mechanised battalions, the troop is the smallest unit. For artillery either troop, battery or platoon, depending upon the organisation of the unit. Non-combat units, signals and HQ formations are not included in the basic game.

Having coded the classes and obtained the weapon information, vehicle performances and detail of protective armour plate etc, it was now necessary to discover the establishment of individual sub-units and to consider background information. This was made a lot easier by the assistance of my local public library, who phoned around the area to get me a copy of Victory In The West Volume I, during the postal strike. This has an appendix detailing the nominal composition of British formations. Over the years I have managed to build up a reasonable technical library of my own, and I used this to arrive at similar data for German units.

The first set of counters, together with a set of draft rules and a map with the essential terrain features, were prepared. I then spent about a week going through the whole system before trapping an unwary Chris Hancock into play-testing the design with me face-to-face. This highlighted a number of 'mechanical' faults and proved that it is impossible to solo playtest a game design!

The further development of the TACTICAL SERIES will depend upon the response from readers. For this reason I have decided to await your reactions before continuing. If there is sufficient interest I would like to extend the design to include provision for multi-commander play; perhaps it would be possible to run a Divisional Game at one of the ANIKS British Region Meetings?

Next time the Drawing Board takes a look at the organisation of the Red Army during the period 1943-45.

Michael Nethercot.

**** The notion of a multi-commander game of such magnitude is a fascinating one, particularly in the UK, where face-to-face board wargaming is all too uncommon. I sincerely hope that reader response will persuade Michael to continue his activities and his intriguing series of articles. djt ****

* * * * *

CONFLICT.

by JOHN WALKER.

**** Michael isn't the only ALBION reader to be interested in game design. John Walker is a recent addition to the ranks of ALBION subscribers, having been fortunate enough to have had no knowledge of the magazine until March. He was good enough to send me the following account of a game of his own design. djt ****

CONFLICT is a 3-7 player game. The playing area is centred on the Middle East, but incorporates USSR/India/China. The period is any year between 1952 and 1965.

There are seven Major Powers, seven Minor Powers and several neutrals. The board is a coloured map of the area and is covered in hexagons (as Avalon Hill games). The units have a design similar to Avalon Hill units.

The first part of the game is split into sections:-

- A. To draw lots for which player is to represent which Major Power.
- B. To establish diplomatic relations with as many Major Powers as possible.
Example. A player draws China. He then decides he would like to establish diplomatic Embassies in USSR, Egypt and India.
- C. Non-aggression treaties to be agreed.
- D. Mobilisation.

The player has the full choice of how he would like to form his forces. He may choose infantry, armour, air power, sea power; he then allots so many points to whichever he chooses and gradually builds up a force.

This is the point at which the game starts to get exciting; although a player may have several Embassies and treaties, he is never quite sure when (or whether) he will be stabbed in the back. If he decides to invade another Power, he could find himself fighting several of the Powers with which he had established Embassies.

A player has the full choice of units and therefore can decide his attacking policy. The game itself seems similar to Diplomacy and Confrontation, but in Diplomacy there are norealistic battles - in Conflict there are. The combat results are arrived at by a process which is unlike that of any other marketed game. I would prefer not to disclose the method at this stage, as copyright is pending. I will say that they are based on attrition, and do not need replacement counters or written reduction records.

We have played this game several times with players accustomed to Avalon Hill games. Without fail, there is as much interest after two or three hours as in the first five minutes. No two games can possibly be the same which I believe to be one of the secrets.

John Walker.

**** My thanks to John for this description; he has made it all the more intriguing by giving only a bare outline of the game. However I gather that this was done not only to make us thirst for more information, but also because he is negotiating for commercial publication of the game. Advance notice of this is pleasant to print in ALBION. John mentions the allocation of 'points' to the fighting forces; I guess that this is similar in principle to Confrontation, in which a player can allocate 'economic points' to the construction of armies, air units etc., the points themselves being gained by the capture of strategic locations with economic resources. A good principle, in my own opinion, and one which is reflected, in broad terms, by the capture of supply centres in Diplomacy. I look forward to hearing more of CONFLICT. djt ****

AN EXPANSION OF TAC14.

by JOHN ROBERTSON.

**** In addition to John's considerable interest in both table-top and board wargaming, there emerges the fact that he is an accomplished historian, and has found the time, in the midst of a myriad of other activities, to write the first in a proposed series of articles about the actual history of the battle scenarios of Tactical Game 14; this latter game is part of issue 22 of Strategy and Tactics, and was reviewed in ALBION issues 23 and 24.

It is the opinion of the entire staff of ALBION that most readers will be interested to know more about military history, the development of new arms, tactics etc. Hence we are happy to print this, and (we hope) subsequent, articles on the subject.

djt ****

INTRODUCTION.

Having at long last been lucky enough to receive my copy of Issue 22 of Strategy And Tactics, I would like to add my personal eulogies to those previously expressed about the board game TAC14. As a table-top enthusiast of some years standing, I consider that this game is, in my humble opinion anyway, the absolute zenith of a board game, the closest yet reached to table-top warfare. Al Nofi deserves the heartiest congratulations for a supreme job of research and, even more important, for the creation of realistic and playable rules. His Historical Notes are extremely well done, and they succeed in re-creating the period of the different scenarios - a task by no means easy in itself.

Far be it from me to attempt to add anything to the praises and slight criticisms already printed, but I would like to expand the Historical Notes even further, and provide fuller details of the battles mentioned; also to include some not mentioned, but which, in my opinion, are also examples of the 'Rise and Fall of Heavy Cavalry'.

Naturally, as the game covers some 400 years of warfare, a certain amount of standardisation must take place. For example, all infantry are classified as 'Pikes', whether armed with pikes, spears, glaives, halberds, bills etc. Also giving the Romans, Scots and Turks 'crossbows'. This is only incidental and in no way detracts from the game itself. However, in my future articles, it is my intention to try to outline the various military trends, and to explain the basic tactics and ideas behind them; also to provide details of the arms and equipment of the times, thus enabling the reader, if he so desires, to add in various units or alter some of the rules slightly, or even add to the national characteristics of the various armies. Personally, I feel that this is one game in which any number of variants could be employed without upsetting play-balance, becoming too bogged down with additional rules, or detracting from the enjoyment of playing the game - features which tend to spoil the majority of the variants on Avalon Hill games.

We, in Dundee, will be trying out the various ideas which I mention and I will be reporting on their success or failure at a later date.

1. ADRIANOPOLE, August 9th 378.

Preceding Events.

This battle commences the scenarios, obviously because this is always taken as being the first battle in which a Heavy Cavalry-orientated army was victorious over an infantry-orientated one. However, there had been some signs of this victory and change in tactics in the years previous, the most famous of these being the defeat of a Roman army under Crassus by the Parthian general, Surenas, at Carrhae in 53 B.C.

Crassus, with an army of about 38,000 men, mainly Roman legionaries, with some cavalry and light infantry auxiliaries, crossed the Euphrates and advanced into semi-desert country, where he was surrounded by an army of Parthians. The Parthians, with an army consisting only of Heavy Cavalry lancers and Horse Archers, refused to come to close quarters, and contented themselves with sitting out of range of the Roman weapons, shooting their arrows into the densely-packed Roman squares. The Romans, suffering from the sun and from lack of water, were sorely pressed, and could not open up their formations due to the threat from the Heavy Cavalry.

At last, Crassus sent his son, Publius Crassus, with a picked force of legionaries, cavalry and auxiliaries, to try to pin down his elusive opponents. As this slow-moving force tried to close with the Parthian cavalry, the Parthians laughingly withdrew, drawing the force further and further away from the main body. To a Wild West buff, the end is all too obvious - the trap quickly closed and the small force was cut off and annihilated; then the Parthians returned to their positions and continued firing upon the remaining Romans.

The Romans managed to withdraw at night-fall, but Surenas caught up with them the next day and surrounded them once more. Crassus attempted to negotiate but was treacherously killed, and the remnants of his troops continued to withdraw, losing heavy casualties. Eventually, only about 5,000 men managed to return from the campaign, whilst about another 10,000 were captured. The rest just disappeared, either killed by the Parthians or dying of thirst in the desert.

This defeat was, of course, due to missile fire, and to the excellent supply system of the Parthians, who managed to keep their archers supplied with arrows throughout the first day of actual fighting. The Heavy Cavalry were never really involved in any fighting on the first day, but were present as a threat. In actual fact, the missile fire itself seems to have been pretty ineffective since, in 7-8 hours firing, only about 2,000 Romans were killed and another 4,000 wounded. It has been estimated that Surenas had between 15,000 and 18,000 horse archers, so it took 3 archers a full day to kill or wound one Roman.

The lessons to be learned from this disastrous defeat were largely ignored by the Romans, who blamed the whole result on Crassus' bad generalship, but it remains an excellent example of the use of mobility and fire-power. It was also the forerunner of the eventual dominance of the Middle East by the highly mobile horse archers.

Another sign of the future dominance of the battlefield by Heavy Cavalry was the changes made in the Roman system by the Emperor Gallienus, 253-268 A.D. Vespasian's son, Gallienus realised the weaknesses in the earlier Roman Army

systems, and instituted reforms more suitable for dealing with the new enemies of Rome. He relegated the legion to a subordinate position, and made cavalry the deciding factor. In 258, he formed corps of Dalmatian and javelin-throwing Moorish cavalry, increased the number of oriental archers, introduced infantry who used the long thrusting spear, a camel corps and, in imitation of the Persians, a corps of 'catafractarii', or 'covered-over troops' - horsemen heavily armoured in chain mail.

Roman and Gothic armies in 378.

By the time of Adrianople, the vast majority of the Roman soldiers were barbarians, fighting under Roman officers, with Roman weapons and equipment, and essentially Romanised. Apart from these regular troops, there were the 'federati' - tribal units of auxiliaries, serving under their own chiefs and fighting with their own weapons, which were raised from the barbarian tribes permitted to settle within the Roman Empire.

The tactics of the time called for a two-line formation, with five cohorts in each line, cavalry on either flank, and the light missile troops in front of the main infantry formation (who would skirmish with the enemy and fall back through the main body); the heavier missile troops were behind the main body, able to give overhead fire onto an approaching enemy. The old pilum had been replaced by a light throwing spear, and more reliance was placed on missile troops, especially among the cavalry. More and more cavalry had been added, until nearly one quarter of the army was cavalry, as opposed to only about one tenth in the Republic army.

The Goths, who appear to have been of a mixed Scythian-Germanic stock, were divided into two groupings; the Ostrogoths, or East Goths, of the Dniepr-Don steppes, who had developed into primarily a cavalry force, and the Visigoths, or West Goths, of the Carpathian-Transylvanian regions, who were mainly infantry with some cavalry. The cavalry consisted almost entirely of heavy lancers, with some Scythian and Hun horse archers, whilst the infantry fought in the Germanic fashion, with large shield, heavy spears and long swords, with a scattering of archers and slingers. One innovation they introduced was the wagon-fort. When migrating, or on campaigns, they moved in great convoys of wagons, assembling these into a laager each night, and using these crude, but effective, mobile forts as bases for raiding and foraging.

Adrianople Campaign and Battle.

In 376, the Huns invaded the Gothic Empire and defeated them in battle. The Goths then started to flee across the Dniester. The Visigoths, first to arrive at the boundaries of the Roman Empire, appealed to the Emperor Valens to grant them refuge and protection, to which Valens reluctantly agreed, provided that the Goths surrendered all their arms and gave up all male children as hostages. The Visigoths agreed to this and started to cross the Danube into Thracia. Most of the children were given up, but not the arms. Meanwhile, the Ostrogoths arrived at the Danube and asked permission to cross the boundary. This was refused, but they started to cross anyway. The Romans, not knowing what to do with the great influx of barbarians, took every advantage to exploit and ill-treat them. The Visigoth chiefs tried to co-operate with their 'protectors' but soon lost patience and negotiated with the Ostrogoths to present a common front against the Romans, and in 377 war broke out between the Goths and Rome.

Valens, who was fighting in Persia, hastily concluded a peace, and sent strong reinforcements to Thrace. His generals drove the Goths northwards and blockaded them between the sea and the river in the marshy region just south of the Danube. An indecisive battle was fought; the Goths managed to escape and poured through Thrace, being joined on their rampage by more Sarmatian, Alan and Hun cavalry. Valens' lieutenant in Thrace, Sebastian, began to subdue the Gothic invasion, relying mainly upon light, mobile task forces of infantry and cavalry, and inflicting a series of defeats upon the Goths, the most important of which was the battle of the Maritza river. By early August, the bulk of the Gothic forces were brought to bay in an immense wagon-fort, some twelve miles from Adrianople. Here they were joined by a group of Gothic deserters from the Roman army. There were probably about 200,000 Goths in the fort, about half of them infantry, mainly Visigoths, and the balance cavalry, mainly Ostrogoths, with some Sarmatians, Alans and Huns. They were now experiencing great difficulty in obtaining enough food for themselves and their families (at least another 200,000 women and children) and so, while the Visigoth infantry held the fort, the horsemen spent their time raiding and foraging. Valens, arriving in Thrace, saw the opportunity to gain a great victory before his nephew and co-emperor, Gratian, could arrive and share in the glory. Accordingly, as soon as Valens reached Adrianople, he set out for the Gothic camp with his combined army of about 60,000 men, of which two-thirds were infantry with the rest heavy or light cavalry.

The Gothic scouts soon learnt of Valens' approach, and word was sent to the horsemen who were out raiding. In order to gain time for them to return, the Visigoth chief, Fritigern, offered to negotiate with Valens, who in turn entered into negotiations to gain time for his troops to deploy to attack the camp and to rest them, as they were wearied from the long march in the hot sun. In his haste, he apparently neglected to send out flank or rear patrols.

While this was going on, the battle began prematurely, probably by some Roman auxiliaries. The legions were still only partially deployed, but the cavalry was ready on the flanks, and so Valens ordered a general attack. Just at that moment, Alatheus and Saphrax, the Ostrogoth chiefs, arrived on some high ground overlooking the valley. The Gothic horsemen fell upon the flanks of the Roman cavalry and drove them off the field, then some streamed through the camp, others sweeping around behind the Roman infantry to attack the cavalry on the other flank. The Visigoth infantry, seeing this, stormed out of the camp and co-operated in an attack on the Roman infantry. The Roman cavalry was soon routed and fled, leaving behind the infantry, which had still not completely deployed and had no room left to manoeuvre. The Gothic cavalry attacked their flanks and rear, while the Visigoths attacked the front, and the battle became a slaughter. Valens and 40,000 Romans died in the fight, but the Goths were unable to capture Adrianople, and could only swarm over Thrace.

Retrospect.

Once all the facts are presented, the actual lessons begin to change slightly. This no longer appears to be the first example of the superiority of Heavy Cavalry, but simply a victory gained through the ineptitude of a vain-glorious and mediocre general. As has been stated above, the Goths suffered numerous defeats at the hands of Valens' lieutenant, and one wonders what the outcome would have been had he been in charge rather than Valens. In fact, if one carries out research into the years immediately following Adrianople, it soon becomes apparent that things were different under a capable commander.

Theodosius spent two years building up the confidence of his troops, again by detaching small, mobile forces to attack Gothic detachments. Then, in two major campaigns during 381-383, successfully defeated the Goths and drove them back; by the close of 383, the Goths were back across the Danube, apart from some who were permitted to settle as peaceful citizens of the Empire.

Thus, although Adrianople WAS the first defeat by infantry at the hands of heavy cavalry, the supremacy of heavy cavalry cannot be said to date from that time, as the infantry- and cavalry-balanced armies of the two Roman empires continued to rule sway; if one takes into account the successor to the Eastern Empire, the Byzantium Empire, this continued for another 1100 years.

Note.

This battle, when adapted for wargaming (whether board or table-top) illustrates perfectly the disadvantages of trying to re-create a particular battle. Unless one re-creates the mistakes which Valens committed (no flanking forces, committing the cavalry before the infantry is ready, hemming in the infantry so that they cannot manoeuvre, etc.) the battle would probably end in a total defeat of the Goths. As the details of the other battles are given, the reader will notice that, all too often, it was the idiotic mistakes or abysmal ignorance of basic military strategy and tactics which lost a battle for a defeated army. It was rarely, if ever, a devastating change in arms or equipment or military knowledge which won the battle for the victor.

John Robertson.

**** A most vivid account, which will certainly make
us look forward to future articles in the series. djt ****

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STRATEGY AND TACTICS - a report on issue 25.

The magazine is published by Poultron Press, Box 396, New York 10009, U.S.A. and sells for a cover price of \$2.50. To British readers this price will have no significance - as part of an annual subscription, the magazine costs much less, whereas as a back issue it costs more. The UK agency of Poultron Press can advise on this - write to 6 St. George's Avenue, Timperley, Cheshire.

The format is normal - 32 pages plus inserts. The presentation is of the usual high quality.

Issue 25 is dated January-February 1971; however copies didn't arrive in this country until late April; this was perhaps due, in part, to the 1971 postal strike, but is an indication of the sort of delay which is being experienced in shipping Poultron Press products into the country. In turn this lands us in another difficulty - what is a back issue? There is a considerable difference in price between a magazine bought as part of a subscription and one bought as a back issue; however, because of the time-lag of mailing, it is never really clear when an issue ceases to be current and becomes 'back'. Hopefully this matter will be sorted out soon; in the meantime we continue to wonder.....

As is normal in these reports, we will take the articles etc in batting order.

1. Outgoing Mail. The S&T Editorial. An interesting discussion on games and the S&T game publishing policy. The monster Stalingrad II (1500 counters, four 22"x28" boards etc.) is to be published at a price of \$15!

2. The Roman Army 753BC - 1453AD. By Steven Petrick. An article which deals with organisation etc. in extraordinary depth, amply illustrated with charts and excellent drawings. A most professional article - perhaps the best I have yet seen in S&T on this subject. It will, of course, be of more interest to the historian than to those who, like myself, are abysmally ignorant on historical matters; however it is most readable for either group. The diagrams on page 12 are particularly commendable.
3. Centurion (Tactical Game 13) by Al Nofi, Red Simonsen and Steve Patrick. The game feature of this issue. If I call my shots right, Al Nofi did the bulk of the design, with historical advice from Steve Patrick, while Red Simonsen did his usual magnificent job on the map and unit counters. There are two games - the basic game for which rules appear in the magazine itself, and the simulation game for which the rules are enclosed with the issue. The map, in black and white but ideally suited for amateur colouring, is supplied as an insert, as are the unit counter sheets.

A word about the unit counter sheets. Clearly S&T have had a number of letters from readers who, although most interested in the game features, are fed up of perpetually mounting unit counter sheets and cutting out the individual units. Anyone who has done this will agree that it is a laborious task - and a frustrating one, since it prevents any play of the game until complete. For Centurion S&T have tried a new method - the unit counters are drawn on thin card rather than on paper, and the card has been lightly perforated. Thus one can tear (carefully!) along the perforations, and produce a complete set of unit counters within minutes. This is a great time-saver, and as such has much to commend it. However the resulting counters are very thin and rather awkward to handle, and some players will prefer the original method, which produced far better counters with considerably more effort. Obviously it is possible to mount the perforated sheets on card, then cut along the perforations; this is the method we would recommend, particularly if you have access to a sharp paper guillotine, which speeds up the job considerably.

As an alternative to the normal combat results table, the game includes a set of 'results cards', the use of which was described in ALBION 27 in the report on S&T issue 24 (page 11/12). We comment as before - we see no advantage in play. One die gives six possible results without cumbersome messing-about with packs of cards; if the number of possible outcomes is to be increased (in this case there are ten cards) then why not use a die/coin combination (12 outcomes) or, if even more are required, two dice (12 outcomes with weighted probabilities), three dice (18 outcomes) or even four dice (24 outcomes) can be used. And the actual mechanics of throwing one or more dice is far easier than shuffling a pack of cards.

We haven't play-tested Centurion yet, although we hope to do so in the future. Off-hand it looks rather like TAC14 - the basic play mechanics are identical. This leads us to wonder whether TAC13 makes any further significant contribution which hasn't already been made by TAC14. Time will no doubt tell us.

4. Eastfront Analysis Part II by Jim Dunnigan. Jim continues his excellent analysis which started in issue 23. A huge data sheet (the size of a game mapboard, no less) is provided as an insert.
5. Sid Sackson on Games. A short column this issue, which deals with three games having one characteristic in common - inequality. In normal games each player starts with the same strength and is subject to the same rules in trying to attain the same outcome, whereas in these games the rules change according to which side you play. Not that this idea is new - the Tafl group of games have been known for upwards of 1,000 years. However it is interesting to note the idea creeping into commercial game products.
6. GAGE review of Alesia. This is an amateur-produced game, available from Roland Faubert, 38 Dover Street, Cambridge, Mass. I am not sure why S&T wish to review this game, with so many others to choose from; however it is one way of bringing amateur games to general attention.
7. Pass In Review. The S&T book column. Four books on the Fall of France.
8. Diplomacy by Rod Walker. Rod deals with 'realism' in the game, and produces his usual interesting and informative article.
9. Introduction to Advanced Napoleonics, by Fred Vietmayer. A tiny article tucked away in a corner on the penultimate page. Of interest to the table-topper, who could be pardoned for thinking that his hobby deserved more space.

Overall Comment.

Not an outstanding issue, but one which compares favourably with, say, issue 23, which was something of a disappointment. As far as value for money is concerned, there doesn't seem to be much doubt that a magazine which includes a quality game with each issue is worth every penny for this alone (acting on the assumption that it is the game feature which sells most copies of the magazine - little more than an informed guess on my part, but one which has been confirmed by others in Britain). Even if a reader never plays any of the games, the historical articles are thoroughly good value.

Unless you are a table-topper, there will be something in this issue to suit you. If you are a table-topper with no interest in other fields of wargaming then you will probably be disappointed; however this breed is probably near to extinction.

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An ALBION Glossary.

I first printed an ALBION glossary in issue 19; this listed, briefly, the contents of all the issues of ALBION right from the start, for the sake of those careless enough with their cash to want to spend it on this most awful publication. Since then a number of things have happened; for a start, the subscriber list has increased over two-fold, which means that many of the newer readers will be blissfully ignorant of the things they were lucky enough to miss in the earlier issues. Also, back copies of issue 19 have just disappeared from the files, so no-one who hasn't got this issue can get it. Double negatives are examples of the horrors you find in these pages from time to time.

Therefore, I am printing another complete glossary, in an abbreviated form.

Those of you who are unfortunate enough to have all the back issues can miss the next page or so, unless you want a reminder of the glories that were.....

Numbers in brackets indicate number of back copies available and the price of same, exclusive of postage.

- Issue 1. 2/7/69. (0). 7 pages. Game report, press releases, miscellany.
- Issue 2. 22/7/69. (4 @ 2½p). 14 pages. Game report, press releases, the NFFT games bureau, Hypertweedle part 1, cartoon.
- Issue 3. 24/8/69. (0). 20 pages. Game report, press releases, SEX, a review of EREHWON, Hypertweedle part 2, letters, PARLEMENT.
- Issue 4. 6/9/69. (0). 29 pages. Game report, press releases, the Bourse, Hypertweedle part 3, Auntie Edith, letters, Diplomacy rule interpretations, a review of THE VOICE.
- Issue 5. 25/9/69. (0). 13 pages. Game report, press releases, Diplomacy rule interpretations, miscellany.
- Issue 6. 9/10/69. (0). 13 pages. Game report, press releases, new games, Hyperspace Diplomacy, Diplomacy rule interpretations, miscellany, cartoon.
- Issue 7. 31/10/69. (0). 23 pages. Game report, press releases, Game Theory, Diplomacy rule interpretations, letters, wargame widows, miscellany, cartoon.
- Issue 8. 14/11/69. (2 @ 5p). 23 pages. Game report, press releases, Game Theory, Auntie Edith, wargame widows, Diplomacy rule interpretations, miscellany, cartoon.
- Issue 9. 5/12/69. (2 @ 5p). 33 pages. Game reports, press releases, letters, Diplomacy rule interpretations, Game Theory, some Scots nonsense, cartoon.
- Issue 10. 25/12/69. (1 @ 5p). 29 pages. Game Theory, game reports, press releases, TAC3 review, Diplomacy rule interpretations, letters, a review of LONELY MOUNTAIN, films, miscellany.
- Issue 11. 24/1/70. (0). 31 pages. Game reports, press releases, first printing of Abstraction rules, Diplomacy rule interpretations, Game Theory, It Could Only Happen In England, Normandy review, miscellany, letters, cartoons.
- Issue 12. 6/2/70. (1 @ 5p). 19 pages. Game reports, press releases, review of DIPLOMANIA etc., AHIKS, Diplomacy rule interpretations, miscellany, cartoon.
- Issue 13. 7/3/70. (7 @ 5p). 23 pages. Game reports, press releases, Game Theory, Business Game intro, letters, cartoon.
- Issue 14. 27/3/70. (6 @ 5p). 21 pages. Game reports, press releases, Business Game Rules, Game Theory, letters, cartoon.
- Issue 15. 23/4/70. (6 @ 5p). 33 pages. Game reports, press releases, ALBION accounts, Game Theory, letters, AHIKS, 1918 review, letters, cartoon.
- Issue 16. 12/5/70. (5 @ 10p). 33 pages. Game reports, press releases, Flying Fortress review, report on S&T 20, letters, competition, ALBION status, It Could Only Happen In England, cartoon.

- Issue 17. 4/6/70. (5 @ 10p). 25 pages. Game reports, press releases, Game Theory, Barbarossa review, Test Series Games miscellany, cartoon.
- Issue 18. 22/6/70. (4 @ 10p). 23 pages. Game reports, press releases, Ken Norris on Stalingrad, Game Theory, Test Series Games miscellany, cartoon.
- Issue 19. 14/7/70. (0). 33 pages. Game reports, press releases, Multi-commander games (Michael Nethercot), Flying Fortress II review, Game Theory, letters, glossary (issues 1-18), cartoon.
- Issue 20. 15/8/70. (1 @ 10p). 27 pages. Game reports, press releases, Diplomacy controversies, Deployment review, NFFT games bureau, AH non-wargames, reprint of ALBION house rules, cartoon.
- Issue 21. 14/9/70. (0). 43 pages. Game reports, press releases, the new ALBION format, results of competition, gamesmaster's report on 1969BG, letters, Game Theory, A British Idiot In America I, Korea review, report on S&T issue 21, letters (again).
- Issue 22. 1/10/70. (5 @ 10p). 27 pages. Goeben review, report on S&T issue 22, The Drawing Board I (Michael Nethercot), A British Idiot In America II, letters, cartoon.
- N.B. Game reports and press releases were transferred to COURIER at this point.
- Issue 23. 1/11/70. (7 @ 10p). 23 pages. TAC14 review (part I), Anzio Beachhead review, Diplomacy rule interpretations, letters, A British Idiot In America III, cartoon.
- Issue 24. 1/12/70. (9 @ 10p). 30 pages. Wargames in the Classroom (Colin Newcombe), Diplomacy rule interpretations, TAC14 review (part II), letters, A British Idiot In America IV, Miscellany on Test Series Games, 1969BG winners report, AHKS, cartoon.
- Issue 25. 1/1/71. (24 @ 10p. Some copies without cover, and some without the AHKS bulletin, available @ 5p). 23 pages. Abstraction - the complete rules, new games of skill, letters, Diplomacy rule interpretations, report on S&T issue 23, 1914/Tannenberg review.
- Issue 26. 1/2/71. (42 - YES, 42 - @ 10p). 19 pages. The Drawing Board II, A British Idiot In America V, Avalanche, Memoirs of a Beginner (Rod Blackshaw), letters, the S&T UK agency, review of D-ELIM, cartoon.
- Issue 27. 1/4/71. (17 @ 10p). 27 pages. Postal Diplomacy to date, report on S&T issue 24, Battle of Moscow review, Decimals and Other Animals, letters, miscellany, cartoon.
- Issue 28. 1/5/71. (15 @ 10p). 26 pages. The Drawing Board III, Panzer-Blitz (Bob Stuart, Tony Jones), Feudal review, Diagachess, a new chess variant, Triple Game Review (Combat, Coup D'Etat, Campaign), the SEX game, letters, Abstraction rules amendments, miscellany, cartoon.

No idea why I have 42 copies of issue 26 left - must have run off too many. Don't run away with the idea that no-one has bought this issue because it was rotten; ALL issues of ALBION are rotten - 26 wasn't any worse than usual.....

Dear Don,

Yours etc.,

Stuart.

Dear Don,

Over to you, Mr. Dunnigan!

Looking forward to the next ALBION.

Yours sincerely,

Bill.

*** As you will have ascertained, I put the above two letters together on purpose, since therein lies a constant editorial crossroads - just what to print in the magazine. Although there are other letters, I would like to take a little time out at this point to meander, as is my wont.

First, a bit of guesswork. If each reader were asked his opinion on the amount of space devoted to PanzerBlitz in issue 28, I guess that the majority would agree with Bill rather than with Stuart. I think I am right in saying that wargame addicts like to read articles about wargames, whether they actually own them or not; indeed, in many cases, such articles may have considerable influence on the decision 'do I buy it or not?'. In this respect I think that ALBION serves, for once in its lifetime, a useful, although necessarily limited, function.

However this doesn't invalidate Stuart's point, which I am glad he raised. After all, it isn't very interesting to read a magazine whose contents, month after month, are liberally laced with accounts of a particular game in which the reader has no interest. If I call my shots right, Stuart was objecting more to the amount of space devoted to PanzerBlitz than to the fact that it was mentioned at all. Which defines the afore-mentioned crossroads.

As I remarked in an editorial a few months ago, I would like to see ALBION cater for a wide range of interests. The chess article, written by Stuart himself, is an admirable illustration of the sort of thing I mean, since it gets us out of the rut of believing that wargames are the only games. Nevertheless I think we have all got to accept that ALBION is predominantly concerned with wargames and Diplomacy - both because most of the readers are fans of this sort of thing and because they happen to be my own particular interests. In turn, this means that quite a large proportion of the wargames articles in ALBION will deal with games previously unknown to the reader - not many people collect every Avalon Hill and Test Series Game, to mention but two sources.

It's clear that a compromise must be reached. I don't want to change the 'average content' of ALBION, but will try to ensure that one particular game isn't given more than its fair share of the space. Mind you, I don't think this was really true of the PanzerBlitz articles, although I admit we got pretty close to the line. At the same time I can repeat my welcome for articles of all types concerned with all board or table-top games. If I have a large stock-pile of articles, then I have a better chance of keeping the balance adjusted.

This all arose, of course, because PanzerBlitz is something of a break-through in game design; other new games have been published in the past without exciting half the comment. I think Stuart will be correct in assuming that only about 20 readers have the game; however this number is growing rapidly, as far as I can gather.

Many thanks, Stuart and Bill, for the comments.

djt ****

From Jack Hartley, 43 First Avenue, Newton Hill, Wakefield, Yorkshire.

Dear Don,

I've bought wargaming magazines in the hope of keeping in touch - so much

ALBION 29 Page 17.

so that the first ALBION you sent had me feeling like Rip Van Winkle. However, ALBION has provided a much-needed shot in the arm, to be followed, I'm sure, by a severe jolt in the wallet.

Yours,
Jack.

**** This hobby of ours is quite an expensive one, of course, though not as expensive, I gather, as table-top games. We have the consolation that our purchases don't age while we do; when we are enjoying all the extra leisure we keep being promised, we can pat ourselves on the back for the shrewd purchase of Stalingrad some decades before. Didn't Watt Tyler once have something to say about this? djt ****

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ABSTRACTION - an amendment.

Abstraction participants will perhaps remember the matter David Karfoot raised, in issue 27 page 23, concerning movement between various spaces on the map where the exact intersection of the boundaries wasn't clear. The inventor of the game, Fred Davis, corrected my bad guess in a recent letter.

Dear Don,

I received the April issue of ALBION yesterday, and hasten to correct a comment made about Abstraction before the game gets rolling. I refer to your reply to David Karfoot's letter re the boundaries of 4 provinces meeting at a point.

In fact, there are not supposed to be any four land provinces coming together at a point. Burgandy borders Ruhr, but Lorraine does not border Swabia; hence, a move Lorraine-Swabia is illegal. You are correct in that Piedmont borders on Tyrol, but Zurich does not border on Venice.

The only point where 4 provinces meet is Naples - Sicily - Central Med. - Tyr. Sea. This is necessary to permit armies to cross from Naples to Sicily without convoy, while at the same time permitting fleets to move freely through the Straits of Messina from Tyr. Sea to Central Med. So, a fleet in any one of these 4 spaces can move to any of the other three. An army, of course, has only the option of moving between the two land provinces, unless it joins an A/F.

Fred.

I'm very grateful to Fred for putting us right on this, and for his prompt response to ALBION 27. Looks like either the original map wasn't clear or I made a hash in the copying. As usual, it is far more likely to be my fault than otherwise, so I bow my head.

Abstraction players - please note that the above constitutes a ruling for the game, cancelling all I said to the contrary in issue 27. My apologies.

In fact, no-one is near the area, so perhaps it isn't all that critical. (As usual, I must justify my actions somehow.....)

Actually, would you believe an April Fool???

The next article is on PanzerBlitz. Just before starting, I should mention that I have heard Hamley's of Regent Street, London are stocking the game and have quite a few copies for sale. I don't know the price; however I would guess at about £6.00. Awful, isn't it? Never mind the Common Market - we games fans would be considerably better off if England became a State.....

The article is preceded by part of a letter from Mike Malone, which I have incorporated into the article itself.

PANZERBLITZ - Rule Clarifications etc.

by Jim Dunnigan, Omar DeWitt and Mike Malone.

(Mike Malone writing). Enclosed are a number of rule clarifications and changes which I have received from Omar DeWitt, originally from Jim Dunnigan. I thought you might like to have these for your personal interest and, perhaps, inclusion in ALBION. Some of the rules simply confirm the rule book; others correct a rule; a few complement the rule book; and several just plain confuse the whole issue - see comments following rules.

The destruction of fortification counters and mine counters does not count towards units destroyed for the victory conditions.

If the Germans have three units IN a fort, they cannot move any units ONTO the fort; the Russians can, however, move two units ONTO the fort. (Note 1).

Units in forts and in towns are treated as armour targets and therefore cannot be attacked by infantry units that are two squares away.

If two engineer units are adjacent to a minefield, they can 'attack' it twice in one turn.

Trucks and wagons (any units including men) can spot.

Wagons are considered 'vehicular units' on the Terrain Effects Chart.

A 'C' unit cannot move after it has unloaded in that turn.

In one turn, if a defending unit gets a 'special dispersal' and then a normal 'dispersal', it is only dispersed, not eliminated.

Two carriers cannot unload on the same square, since there would then be four units on one square. If carriers are unloading, both passenger and carrier must be counted for stacking purposes.

Units on ford and bridge squares can be over-run. Units on hilltop squares that are otherwise clear can also be over-run. (Note 2).

Situation 1. If 3 German units are destroyed a decisive victory results (a printing error). All three CP units can be put in one fort.

Situation 10. The north direction indicator should be turned to the left (to point towards board 2). It is recommended by AHIKS that the last sentence of the Russian directions should read "May enter no. 3 board only after German units do, or on turn 10". This prevents the German from eliminating all units on board 1 and being satisfied with a marginal victory.

It costs a truck 2 movement factors to enter each and every clear terrain hex.

Enemy units cannot move through a dispersed unit (unless it is being over-run). A dispersed unit always retains its normal defence factor.

Even if only a transport unit or a CP is placed under a fort counter, the fort counter still has its full defence factor.

Trucks and wagons count towards victory conditions.

If a fort is occupied, enemy units cannot pass through that square in one turn. They may move onto the fort in one turn, but they cannot move off until the next turn.

If there are three German units IN a fort, there can be three German units also ON the fort. (!) (See Note 3).

When units enter the game board, they may start on the partial edge hexes.

For victory conditions, the hexes that overlap onto two boards are considered on neither board.

If Engineers attack infantry by Close Assault, the odds are increased by one column, and 2 is subtracted from the die roll as well.

If a unit moves onto a minefield and survives, it cannot attack that turn. On the next turn, it may move, fire, or execute over-run or close assault attacks. It may remain on the minefield without suffering further attacks. (Note 4).

If an infantry unit starts its turn next to a BLOCK counter, it may move onto the BLOCK and close assault in the same turn.

Situation 5. Not all German units have to move off the east side of board 2. But before any given unit can count towards the victory conditions, it must leave and stay off for the three complete turns.

Situation 8. The Russian CPs may only spot for the 120mm unit within four hexes of the 120mm.

Situation 9. The Russian should only have three 120mm units.

Situation 12. There are only 4 German wagons in the game, so use Russian wagons for the other two.

Close Assault cannot be used against units that are on a minefield.

Spotting. First, note that since firing occurs prior to movement, a spotting unit must be in place at the beginning of a turn. It cannot move into position and spot for firing in the same turn. Second, even after a unit is spotted, the firing unit must still have a clear line of fire to the target, unless you are using the optional indirect fire rule. Third, if the spotting unit moves away, fire may no longer be directed at units that were previously spotted. Fourth, if you are using the indirect fire rule, the CP must be able to 'see' the spotting unit.

Some of these have appeared in the General, and I assume the bulk of the remainder will appear in the Kommandeur at some future date.

I copied these directly from the pages Omar sent. There are several noticeable contradictions. The worst - see Notes 1 and 3 references - concerns units on and in forts. The rule about over-running on hilltops is vague, and the one about 'no further attacks' when on a minefield contradicts the rulebook (see references to notes 2 and 4). I have written about these and others, and will pass on the answers.

Mike Malone.

**** There certainly seems to be a good deal of confusion regarding units on/in forts. The rulebook itself says nothing definite regarding the effect of units

in a fort on the stacking limitations for that hexagon. However they do imply that units may be on top of a fort while other units are in it. Actually, I think that normal stacking rules don't apply to fort hexes, in the sense that you can have double the number of units on that hex than you could have normally. But this is just a guess, and I would be glad to hear the right answer.

Incidentally, I had often wondered what was the point of the rule allowing a player to destroy his own armoured vehicles. Now I know, after a letter from Bill Freeman. Bill points out that to destroy one's own armoured vehicle would create a wreck, which would slow down an enemy advance. This is a good alternative to the armoured vehicle being over-run, since enemy armour would penetrate further in an over-run. Thanks for the article, Mike, and thanks also to Jim and Omar.

djt ****

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Diplomacy Stockists List.

My thanks to Ian Maule for the addition to the list below of stores etc. who stock the game Diplomacy.

Hewitts Ltd., 25-29 King Street, Knutsford, Cheshire.

Precision Models Ltd., Bold Street, Liverpool 1.

Timothy Whites, Middlesbrough (and presumably other branches).

T & G Allen (Newcastle) Ltd., 18 Blakett Street, Newcastle on Tyne 1.

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The New ALBION HELP! column.

The aim of this new column is to provide a space wherein readers can ask for help in all things wargaming, historical, board gaming etc. We only refuse demands for pen-friends in Tahiti and advertisements for adult literature. (In the former case we don't know any, and in the latter we keep all we get). Contributions are welcome.

HELP WANTED by Charles Appleby, 2 Hulcote, Towcester, Northants. Can anyone sell/lend/hire/~~send~~ a copy of the rules of CONFRONTATION for Charles? He can photocopy them if required.

HELP WANTED by Don Miller, 12315 Judson Road, Wheaton, Maryland 20906, U.S.A. Don is most interested in getting hold of second-hand copies of the magazine HISTORY TODAY. If anyone has access to these, and is prepared to sell them at a reasonable price, please let Don know what issues you can offer and at what price.

HELP WANTED by Don Turnbull. Does anyone know what those numbers are around Chabua in the Test Series Game FLYING TIGERS? Please let me know if you have any idea - they are missing from every copy, as far as I can gather.

SCHWEINFURT.

Published by Cranwell House Developments, Cranwell House, 102 High Street, Ingatestone, Essex.

Price: £1.40. ALBION subscribers may purchase the game for the specially reduced price of £1.20 while initial stocks last.

Designed by Tony Jones.

This is the first Cranwell House product. We know they are interested in publishing more games of a similar nature in the future. As far as my own information goes, this is the first 'serious' simulation wargame to be designed and marketed in England, ignoring, for various good and obvious reasons, such games as Waddington's RISK, Morton COMBAT etc. Copies of the game are available only from Cranwell House.

Before the report proper, it is necessary to tell the world of the infamous conduct of one Malcolm Watson Esq., a deported Scotsman currently living in Timperley, and the other half of the Play-Test Panel sometimes known as the Timperley Test Bed. When Malcolm arrived to start the play-testing, I had decided to do a spot of decorating, with the aim of maintaining some marital equilibrium in the household. It was therefore agreed that Malcolm should read the rules to me whilst I toiled, then I would pack up and we would play.

Events took place as planned, and I was thoroughly beaten in the first game by a wider margin of points than the designer, even in his wildest dreams, could possibly have anticipated. I then read the rules for myself, and discovered that the Doom of the Scots had totally failed to read three most important rules, the application of which would have made the game mine.

It's things like this that make Malcolm the lovable chap he is. When he gets married later this year, have we any suitable ideas for wedding presents? Contributions should be written on one side of the paper only.

Now back to normality.

Presentation.

The format of the game is similar to that of the S&T Test Series Games, in that the mapsheet is paper, suitable for mounting, and printed in black and white. The mapsheet should be coloured and mounted on ply to make a rigid playing surface. WARNING - unlike S&T games, the mapsheet has a matt surface, which means you have to be careful not to tear the sheet when mounting it. The mounting is certainly a two-man (or man-and-woman) job.

The rules are clearly printed on foolscap and come in a plastic folder.

The unit counters are already mounted on card, which is something S&T have only just started to do. The design and execution of the counters is below S&T standard (but then, who can beat Red Simonsen at this job?); however they are quite legible and easy to handle, being $\frac{3}{4}$ " square.

For the price, the presentation is excellent; after all, one pays nearly three times as much for a Test Series Game, the presentation of which is roughly comparable. Very much a point in favour of Cranwell House, who can't be operating on much of a profit margin if they have managed to reduce the price as far as they have done.

The rules.

With the exception of a few minor unclear points, the rules are amongst the clearest we have seen. Everything is covered in sufficient detail, yet without overmuch verbiage, to enable players to start a game within 15-20 minutes. Inexperienced players should perhaps read the rules twice before starting, but veterans should be able to skim rapidly through the rules, noting a few salient points, and get down to business quickly.

The rules are relatively low in complexity level - perhaps at that of Midway. This is very much a point in favour of the game - if there is a market in England for this type of game, then this market consists, for the most part, of people who are unfamiliar with 'normal' wargame rules. Cranwell House are sensible in trying to woo the market with a straightforward 'starter' rather than producing a series of elaborate and detailed rulings for their first effort.

Some of the rules are similar to Battle of Britain rules, others similar to Flying Fortress rules. It is to the credit of the designer that he has used the good rules from these sources and eliminated the bad ones, while filling in the gaps, so to speak, with his own original ideas. He has attained a very playable balance of rulings from carefully selected and adjudged approximations.

An air war game can be a very complex affair indeed, if one considers the enormous number of variables that could be taken into account; by making the game essentially a strategic one, yet allowing a few tactical elements, a nice balance can be attained, and this has been judged to a nicety.

We will list a few comments about individual rulings later in the report.

The play.

Speedy and most interesting. Every move, from the first to the last, has interest in the form of combat, planning and maneuvring. Average set-up time is about 15 minutes, average playing time about 2½ hours. A shorter game would allow considerably less interest in the tactical sense, while a longer game could induce battle fatigue. (It is interesting to note here that, according to a recent review, the new AH game Luftwaffe takes about 40 hours to play in the full tournament version!)

There are numerous CRTs - German fighters attacking, American fighters attacking, bombers defending, flak effects etc. There are sufficient die rolls in each turn, on average, to 'spread' the results and approximate to the right probabilities.

In any air war game, one must expect a certain amount of book-keeping; players must keep track of the number of turns a particular unit has been airborne, the strength of the unit after combat, whether special weapons (rocket mortars in this case) have been used or not since re-arming, etc. Damage to targets must be recorded and kept up to date.

In Schweinfurt the onus of most of the book-keeping rests on the German player; this was not judged particularly demanding, nor were there long gaps between moves while records were brought up to date. The amount of book-keeping required is not the absolute minimum possible, but very close to it.

In postal wargames, one advantage over a game played face to face is that you have perhaps three or four days in which to think about the next move. In this time, it is quite natural to keep the books up to date. Hence, we think that the Schweinfurt book-keeping, already at an acceptable level

for face to face play, will hardly be noticed in a postal game. Has anyone tried face-to-face Battle of Britain, using all the pre-planning requirements? A postal Battle of Britain, during which one has more time to keep records, comes as a welcome relief, I can assure you.

Play-balance. We would expect the German to win the majority of the games, though by only a small margin; the balance is certainly better than that of other games in the Avalon Hill range, for instance. As Malcolm found out, you need to use all the rules, though

All in all, the game is enjoyable to play. It has continued interest, plenty of action, and the fact that you never know who is going to win until the last moment.

Comments, corrections and suggestions.

We have been particularly carpy in this section, and deliberately so. The strong links between ALBION, Cranwell House and Tony Jones are well-known to most readers, and we have been most anxious to avoid any suspicion of favouritism. As is usual in these cases, we have tried so hard to be fair that we have produced more comments in this section than normal - sort of over-compensation.

Thus you might get the impression, reading the following, that the rules and play are literally bespattered with errors. This is not the case. The matters we have listed, with very few exceptions, are minor in nature and hardly affect the game, if at all.

With this explanation, here we go.

1. Me110 and Me410 unit counters lack the * symbol which indicates that they are armed with rocket mortars. The order of battle is correct in this respect, and it is but a few seconds' job to add the symbols to the unit counters.
2. The rules say that flak counters are not placed on the board until the flak fires; this is a good idea. However, we think the rule should say 'flak counters are not placed on the board until the end of the movement turn in which the first American aircraft passes over the flak'. With the rule as written, an American player could find flak with perhaps the first or second unit moved in that turn, and might be able to deviate from that flak units which normally would have followed the first unit over it.
3. Sequence of Play Rule 1. The rule states that all American bombers move 4. In fact Liberators move 5, as stated on the unit counter. No confusion expected here.
4. Movement Rule 4. This rule says that aircraft, once airborne, must move. Taken literally, this means that a fighter group which has just been attacked by the enemy could not remain on the same square to counter-attack. We are sure that the designer would allow such a counter-attack; we suppose you could always fly the planes out of the square and back in again in the same turn.
5. Movement rule 6. We think that the 60° limitation on bombers' change of course should only apply after the bombers have crossed the coast of Europe.
6. Combat Rule 20. We think this rule should read 'Rule 19 still applies' instead of 'Rule 18 applies

7. Flak. It isn't entirely clear that flak not in the two target cities fires once only on a stack of American aircraft passing overhead. Flak fires on individual unit counters, taking a shot at each counter in the same turn, only when the flak is in Schweinfurt or Regensburg.
8. The Americans are allowed hidden movement, but the Germans aren't. We wonder why there is this distinction, unless it is in the interests of play-balance.
9. Bomber movement. The rules state that bombers, once across the coast of Europe, must move towards their target. This leaves rather a lot of latitude for different interpretations. One argument could say that any move is legal providing, during that move, the bombers don't actually move in a direction away from the target; another argument could be more restrictive. One way or the other, this matter requires more clear definition. We should add that precisely the same is true in the rules of Flying Fortress.
10. When American aircraft strafe an airfield, the flak effect is doubled, presumably because the strafing aircraft are at low altitude. We would like to see the inclusion of an 'altitude' rule; for instance, by remaining at low altitude over an airfield, German fighters could obtain maximum protection from flak. It may be, however, that the designer considered such a rule and rejected it, perhaps on the grounds of playability; if so, then we would not argue.

Summary.

Schweinfurt is a most interesting and enjoyable game to play, and we recommend it highly. It is a credit to Cranwell House and Tony Jones, particularly as it is a 'first' for both. When you consider the price at which the game is sold, you just cannot afford to miss it - certainly by far the best value for money of any game we have tested. Our congratulations to the design and production team.

Suitability for postal play.

A grid for postal play is already printed on the mapsheet, thanks to the good sense of Cranwell House.

There should be no difficulty in playing the game by mail; indeed, postal play could be marginally preferable to face-to-face play, because of the book-keeping aspect mentioned above. Schweinfurt is a straightforward game to play, and doesn't take long, so we think it could become a very popular postal game.

Don Turnbull.

Malcolm Watson.

* * * * *

LATE LETTER from Allan Calhmer, 501 North Stone Avenue, La Grange Park, Illinois 60525, U.S.A.

**** I hardly need to remind you that Allan is the inventor of Diplomacy, for which supreme sin he is punished with a regular supply of ALBIONS. djt ****

Dear Don,

Thanks for ALBION 27. In reply to certain statements found in that issue, let me supply a little information.

Fred Davis speculates that Diplomacy may have been played in some university classes. I have received letters from persons who either played or conducted Diplomacy games as classwork or tutorial work at Harvard, Wellesley and Wheaton. An instructor at a college in California wrote advising me that he was running a game in which each country was played by a five-man team, the object being to experiment with methods of organising the teams. An instructor at Colorado College also recommended the game to his students, though I do not know whether it was as course work or not.

You quote John McCallum as wondering whether 'in an earlier, pre-commercial version of the game' a country that had an army annihilated had to play with one less unit than its number of supply centres for the rest of the game. The answer is no. At all times, the correction at the end of the Fall move has been to make the number of units equal to the number of supply centres, unless raising is impossible due to occupation of home supply centres.

As a matter of fact, the number of rules which have been changed in content at all over 17 years has been very small. The principal changes of the past have been to make the convoy easier, and to eliminate a few cases in which more than one unit could be in one province at one time, with the resultant elimination of the rules surrounding those situations. There were quite a few changes in the map, the largest being to reduce the typical number of provinces in each great power from seven to six.

The major change in the new rulebook will probably be to permit a player to disband a dislodged unit in preference to retreating it. The point of the change, as you have probably guessed, is to enable the postal gamesmaster to get rid of a dislodged unit when a retreat order is not received.

You say that 'it is perhaps cheeky to mention here that ALBION was, as far as we know, the first postal Diplomacy magazine to be published outside the U.S.A.' Well, first of all, Rod Walker originally published from Turkey, before he was transferred to Illinois. But second, you have given an American an opportunity to remind a Briton that Canada is not part of the U.S.A. John McCallum, of course, publishes from Alberta, and the Scarborough group published from Ontario. But hell, the way Trudeau was running around

Best regards,
Allan.

**** It is always pleasant to hear from Allan, who is a very busy person with little time to indulge in much letter-writing, and the information above makes a useful supplement to the article in issue 27. My thanks, Allan.
BUT WHICH WAY DO I TURN TO HIDE MY BLUSHES???????
I suppose I can be excused for forgetting that Rod published initially from Turkey; after all, he is American, and was in Turkey for the Air Force, as I recall. But how can John McCallum, Mike Monahan, Derek Nelson, and the other Canadians ever forgive me??? I'm sorry, folks - what I should have said, of course, was 'outside the North American continent'. But I didn't say that. Where can I hide? John, Mike - don't cut ALBION off with a penny.....

djt ****

Changes of Address.

Please amend the following in the trades/subscribers list:-

2. Malcolm Watson, 7 Alexander Drive, Timperley, Cheshire.
38. Henry Radice, c/o Lloyds Bank Ltd., Cox & Kings Branch, 6 Pall Mall, London S.W.1.
58. Ted Holcombe, 10012 Valley Boulevard 38, El Monte, California 91731, U.S.A.

New subscribers.

Please add the following to the ALBION Trades and Subscribers List:-

70. Bill Thorne, 93 Downend Road, Horfield, Bristol BS7 9PR.
S. (52).
71. Ian Maule, 59 Windsor Terrace, South Gosforth, Newcastle on Tyne NE3 1YL.
S. (61).
72. Hartley Patterson, Finches, 7 Cambridge Road, Beaconsfield, Bucks.
S. (85).
73. John Nelson, 100 Birmingham Road, Walsall, Staffs.
S. (85).
74. John Poole, Anesis, Foel Park, Cwm Road, Dyserth, North Wales.
S. (81).
75. Chris Hall, 11 River Street, Truro, Cornwall.
S. (£1.35).
76. Dennis Wilson, 20 Cheviot Drive, Bradeley, Stoke on Trent, Staffs.
S. (£1).
77. Martin Leathwood, Rodbourne House, Rodbourne, Malmesbury, Wilts.
S. (35).
78. P.J. Watson, 5 Westmorland Road, North Harrow, Middlesex.
S. (£1.33 $\frac{1}{2}$).
79. S. Brooks, 87 Melford Road, Bilborough, Mittingham, Notts.
S. (24).
80. Colin Lyle, Chartlands, Limpsfield Chart, Surrey.
S. (£1).
81. Howell Davies, 86 Glebelands Road, Knutsford, Cheshire.
S. (50).

Quite a presentable list this time - nice to know that people still want this rag, despite the obvious disadvantages involved in getting it. Like having to pay decent money for it, for instance.

The most remarkable addition to the list, as AHIKS members will no doubt have recognised, is the name of John Poole. For years I have tempted John with smooth promises, threatened him with consecutive game defeats, coaxed him with specious offers of seeing his name in print, broken his fingers, arms and legs in efforts to get his cash. All without avail, and much to the amusement of his family, who have had various bouts of hysteria on seeing my vain efforts. Then - all of a sudden - he sends me money and asks for ALBION. Why John? Was it something I said??? Anyway, welcome, for all that, and Gina will get a little thank-you (or something) when next we meet for all the hard work she has obviously put in on my behalf.....

Time for a spot of nostalgia here, folks. However we'll leave that until the end and get on with the regular items.

New Member.

AHIKS (Scotland) doubles in strength with the recent addition to the ranks of Hamish McArthur, 13 Inch Avenue, Dovecot Park, Aberdour, Fif. Hamish has Stslingrad, Bulge, Waterloo, Midway, Anzio, Blitz, 1914 and Jutland. At the moment, however, he doesn't want any new games, since he has been battling against Chris Hall for some time at various games before joining us. He will advertise in the bulletin when he has time for another. Welcome to the region, Hamish! Ever since Malcolm Watson had his sporran snipped off on the parade ground and was deported to Timperley for various unmentionable activities, John Robertson has been feeling rather lonely as the only Scots AHIKS member, and I know he will be glad to welcome a fellow-Scot to the region, as we are glad to welcome him to the Society.

Other items of news concerning individual members.

Malcolm Wstson has moved into the house he will occupy permanently, playing a solo game until his wedding in summer, then sharing his Bulge board and combat results table with Pat. His address from now on will be 7 Alexander Drive, Timperley, Cheshire. Anyone visiting Malcolm should avoid looking at the house across the road, which demonstrates the worst possible taste in exterior decoration and completely destroys one's faith in the common sense of the average Britisher. However they will be assured of a guid welcome at number 7, which is starting to shape up nicely under Malcolm's capable hands. Which reminds me - let me have the hedge-cutter back, eh, Malcolm????

Richard Redd is back to normal on June 2nd. His permanent base is 16 Rechev Megsdim, Yafeh Nof, Jerusalem, Israel. More from Richard later in the bulletin.

Henry Radice is now a 'gentleman of leisure' to quote his own description. You may know already that Henry leaves the Army, after many years' service, in late May (the day this is being typed, in fact). He says that his future movements are uncertain, but he hopes to be settled shortly. In the meantime, all letters should be sent to Henry c/o Lloyds Bank Ltd., Cox & Kings Branch, 6 Pall Mall, London SW1. Despite his upheaval, Henry has still produced his book column for us, which appears later in the bulletin; he has also made a most generous offer to cricket fans living in the south of England, of which more later.

I know you will all join me in wishing Henry the same success outside army life as he has clearly had while in the army. I know Henry will be pleased to hear from members during his 'leisure' period. One thing, Henry - you are not allowed to leave the country; your presence at regional meetings is vital!

Cricket Fans.....

Henry Radice has a few spare tickets for Test Matches, which he has most generously offered free to AHIKS members. He has two tickets for each day, for the following matches:-

Test Match v Pakistan at Lords June 17th-22nd.

Test Match v India at Lords July 22nd-27th.

Please contact Henry if you can take advantage of this generous offer. My thanks, Henry - I would have snapped these up had they been closer.

The Colonel's Corner.

This article, and I suspect many more, will cover the campaign in North West Europe. I intend to deal first with some General High Level accounts of the campaign, and will then split it up into major battles and get down to the grass roots level (to use a current phrase).

The Second World War - Volume VI - Triumph and Tragedy.

Sir Winston Churchill. Cassell 1954.

There have been various editions and reprints of Churchill's monumental work at differing prices, and it is fairly readily available at second hand bookshops now. It would be an impertinence on my part to comment much on such a work. The sweep and majesty of the author's prose is unsurpassed, and it tells an exciting and, towards the end, sad story as Churchill becomes increasingly unable to influence the dying Roosevelt with his fixations about British Imperialism and management of Stalin. The level is, of course, that of the Prime Minister and there are not more than half a dozen or so purely military chapters. It is, however, essential reading to understand the big picture.

Triumph in the West.

Sir Arthur Bryant. Collins 1959. £1.50

Based on Lord Alanbrooke's diaries, this is a fascinating book. It covers the period from September 1943 to the end of the war, including not only the North West Europe campaign but the whole war as seen by the Chief of the Imperial General Staff. Despite its fascination I believe it was a mistake to publish both it and its predecessor *The Turn of the Tide*; it is surprising that two such eminent men did not see this. The constant carping criticism of Churchill especially, but also of his colleagues and allies and the unexpected view of the inner man do not enhance Lord Alanbrooke's reputation. He is one of Sir Arthur Bryant's heroes, and here again there is a case of too fulsome praise and 'gilding the lily'. The shock produced by the first volume and an attempt to pre-empt a barrage of counter criticism has led to a short Forward by the Field Marshall and a twelve-page prelude by Sir Arthur Bryant in an endeavour, not entirely successful, to explain how loyalty and admiration can go hand in hand with such constant criticism. On the whole this is a good example of the wisdom of the old 50-year rule, and the convention that diaries etc. are not published while those mainly concerned are still alive. While nothing can destroy Lord Alanbrooke's reputation and great services any more than Churchill's, the books do leave one with certain reservations and doubts, and also a sneaking fear that there may be more in the American criticisms of Alanbrooke than one first thought. It leaves a bitter, not to say nasty, taste in the mouth. However it should be read by any student of the second World War. Available second hand for about 50p, and recommended.

The Struggle for Europe.

Chester Wilmot. Collins 1952. £1.25. Republished 1965 @ £2.10.

This magnificent work must surely rank as a politico-military classic. The tragedy is that through the sad death, at an early age in an aircraft accident, of the author we have been denied any further such studies. The author was that rare being - a distinguished journalist and broadcaster and a fine objective historian. As an Australian with no personal axe to grind he was in a good position to write an objective and incidentally brilliant analysis of the later stages of the war in Europe.

His was the first book to present the British case and so it acted as a very salutary corrective to the continual stream of, often vicious, criticism from America which had hitherto held the stage. Chester Wilmot was welcomed everywhere he went, so he had unparalleled opportunity to see what happened; later he was able to study German documents and interview Allied and enemy commanders. The result is a model military history in its correct factual and political background. It is a long book of more than 700 pages with 51 maps, 23 of which are coloured. He does not pull his punches and the tale of inter-allied quarrels and mutual frustration make sorry reading.

The book is in three parts, the first covering the events leading up to D Day, the second mainly military giving the story of the invasion and the fighting up to the capture of Paris, the third completes the story of the military victory and explains how it was that after six years of war we seemed only to replace Hitler by Stalin as a menace to our way of life. It seems incredible today that the dying Roosevelt, with his phobia about British Imperialism and his fond illusion that he could manage Stalin, preferred Russian hegemony in Europe and Asia to the revival or survival of the British Empire.

This book is a must for all students of the war in Europe, and is very strongly recommended. It can be found fairly easily in second hand bookshops.

Henry Radice.

Fontana once published *The Struggle for Europe* in paperback at the amazing price of 7/6d. I don't know whether this edition is still in print, but it is a good buy if you can find one.

Henry sent me a huge collection of reviews for future editions of the *Colonel's Corner*; I have merely printed the first portion and will pass on the rest to Harry and Tony for future bulletins.

PanzerBlitz.

Many of the members have already got this magnificent new game, and the others are making plans, as far as I hear. In fact it is on sale in Hamleys, so Chris Hall tells me, but I shudder to think of the price they will be charging for it - probably around £6. In the last issue of *ALBION* Tony Jones and Bob Stuart wrote articles on their first impressions of the game, and followed these articles up with their accounts of a game which they are playing at present. They have sent me accounts of the action since that time, which are printed below. Incidentally, you should know that such articles (i.e. on games in progress) really belong in the bulletin rather than in *ALBION*; the last accounts were put in *ALBION* since they supplemented more general articles on the game. Anyway, if you don't subscribe to *ALBION* and want to read the first part of the articles, you will have to pay me vast sums for the back issue. Serves you right for not subscribing in the first place and allowing me to ~~buy more nice food~~ ~~keep~~ feed and clothe my starving family.....

Here's a new experiment in layout, as well, considered by your stupid regional director as being suitable for two simultaneous accounts of the same game. It will probably result in the fact that you can't understand or read either account coherently or logically. Ah well - even Tolstoy had his critics.

Please adjust your stereoscopic glasses and prepare for schizophrenia.

PanzerBlitz Situation 7 by Tony Jones.

PanzerBlitz Situation 7 by
Bob Stuart.

(Strewth - an error in layout already!)

On turn 2 the Russians tried attacks in the woods north-east of Bednost to try and remove the two infantry platoons the Germans pushed into this area.

Strong fanatical infantry attacks were launched and a dispersal of the 151st platoon resulted. In the south a half-track unit was destroyed by the 32nd anti-tank unit firing over open sights. In turn 3 the Germans reacted strongly to this and, firing from long range, a Panther unit got a 4-1 attack which missed the 32nd anti-tank (die roll of 6 plus 1 for defender in woods!).

Also two infantry attacks were made against two truck units.

The Russians occupied Hill 129 in the wooded area, but the Germans massed in this area to try to clear them.

Turn 3. In the south five Panther tanks and twelve SGIII-75 assault guns tried to gain possession of the woods south of the central hill area. A bitter fight looked likely.

Sure enough T34Cs attacked the Panther unit and dispersed it; they also dispersed an infantry unit in these woods. The Russians sent two heavy SU152s into this area and the Germans two MkIV tank platoons joined the force, so a large battle was forecast.

In the north the Germans trapped an infantry unit and an unloaded truck unit; these should be eliminated in the next turn. Strong Panzer units boxed in these unfortunate units in the wood north-west of hill 129.

The Germans also took two towns on the east board.

A very interesting situation is building up with a heavy fight starting on the central hill between two German infantry units plus an assault gun platoon versus two Russian infantry units and two T34Cs. Disaster struck following the elimination of the Russian truck unit on the central hill; a major counter-attack destroyed two SGIII 75 units and a Panther unit, and

The battle has now formed into a pattern. Our command decided early on that the main efforts should be in the centre and south. These two areas were covered by enemy artillery to greater effect than the north. By quick conquest in the south and centre, our troops could dig in, whilst any effort the enemy made in the north could later be matched by our tank forces, which both outnumber and out-range the enemy.

The Germans launched a two-pronged attack against our advancing forces, one in the north and one in the south, whilst in the centre they attempted to hold the wooded area on the hill north of Bednost.

Our Red forces with T34Cs and SU85s, backed by anti-tank units and all our SU152s struck the enemy mixed force of Panthers, SGIII assault guns and MkIVs in the south. Thanks to our SU152s the Nazi horde was smashed, and have retired leaving wrecks littering the countryside.

In the centre we now occupy most of the woods north of Bednost. But Nazi infantry is holding the wooded road area, and fierce hand-to-hand actions are being fought. The enemy infantry is backed by SGIII 75s which have hampered our tank movements. Unfortunately, some T34Cs, moving up to support our brave Red infantry were spotted and destroyed by the enemy long range artillery. The road along these woods

the area was littered with German wrecks. Turn 5. The two MkIVs retreated fast out of the area which the Russians now control. The SU152s were decisive.

In the central hill area no progress was made by the Russians and the Wespe and Hummel pounded two T34Cs into wreckage. The SGIII 75 also attacked a T34C at 2-1 and several anti-tank and mortar units also fired into this area, spotting being done by the two infantry companies securely entrenched in this area.

To the north an attack was made on the trapped units north-east of Hill 129, the result being a dispersal.

The Germans are now preparing an attack on Hill 129 with tanks and infantry, and hope to gain the woods in this area in the next two turns.

We will report on further progress.

is now littered with wreckage of both our T34Cs and enemy half-tracks. This hampers the movement of our armoured units to the northern area.

A most serious situation has developed in the north where German MkIIIs, SGIII 75s and a large force of Panthers with heavy armoured cars is assaulting our light units holding. After 30 minutes action it is difficult to assess the outcome so far; with the north-south road closed we may not get enough units in position to counter the enemy in the north. The enemy artillery has been very active; T34Cs have been sent to harass it.

Tony Jones.

Bob Stuart.

Thanks, Bob and Tony, for these interesting accounts. Very little in the way of propaganda, much to my surprise, both sides actually admitting to losing units! Surely the SU152s were lucky? And the T34Cs were accidentally set on fire by the crews brewing up tea? Looking forward to further accounts.

Waterloo.

Chris Hancock wants the Waterloo Play-By-Mail grid. However I haven't got the game. Can anyone oblige, please? 17 Mallard Road, Chelmsford, Essex. Incidentally, Chris, did you know that you were fortunate enough to miss Malcolm and myself when you were watching football in Stoke last week? By a matter of minutes.

Richard Redd writes

'Well, eleven days to go and I'm a free man again (letter dated May 23rd). I would like to lodge a protest against one policy of the Society, that being the insistence on speed. I received a letter the other day from a member who hasn't replied to my move for about six months; he gave very good reasons for not replying and, while informing me of my right to do so, asked me not to demand that he forfeit the match. I have no intention of demanding a forfeit since my primary purpose is not to win games but to play them. I feel the purpose of AHIKS should not be to ensure that games are finished within six months of being started but to serve as a clearing house where people who enjoy the hobby might get together. I've developed several friendships and exchanged some great letters while a member, but not as much as I might want because of the deadline hanging over me. Of course the deadline rule doesn't apply to me with as much force because I live far away from other members, but I still feel I should hurry to get a move off

even if I enclose a note like "Dear X, Here's your move. 'Bye.'" I feel very strongly that something should be done about this.'

Well, Richard, I certainly see your point. I think many members would agree that there is as much enjoyment in the correspondence between players, in the course of a game, as there is in the play - perhaps even more so. Poor players like myself get some consolation from the fact that they are making friends while losing games. However, the other side to the coin has much to recommend it; long delays in making game moves can bring about waning interest and a loss of continuity. I wouldn't personally claim a victory because the opponent took too long to reply, nor, I suspect, would most members. However there is some obligation on the part of everyone to keep in contact with opponents, even if only by a hurried note saying that there would be a delay and would the opponent please be patient. Six months isn't a bad delay if you know the opponent is eventually going to get round to the game again, but it's a long time to keep a game set up (if you are able to do this) while wondering all the time whether there's any point in doing so. This is, of course, a particularly annoying aspect of those members who just drop out of sight without telling anyone; by this sort of selfish attitude they allow their former opponents to waste time and money trying to find out what is going on.

So there's no clear-cut case for either side, in my own opinion. The idea of an absolute deadline isn't a palatable one, and perhaps should be replaced by a recommendation without penalties attached. However there must be some way of safeguarding members from drop-outs, and there is also the necessary responsibility of each member to keep in contact with opponents even if, for some reason, this is merely a letter rather than a set of moves.

Eventually, of course, this has to be left to individual standards. In our society, the less 'rules' the better, in my opinion (and it is also my opinion that, at the moment, the society is becoming over-burdened with rules and procedures), and in an ideal society penalties of this nature would not be necessary. Nevertheless one can appreciate the thinking which precluded the ruling itself.

Thanks for bringing up the matter Richard. Anyone else any views?

Richard also asked me to arrange a postal chess tournament. Details of this will be announced in the July issue of ALBION, together with entry forms etc. Richard would not object, I'm sure, if members wrote to him prior to this publication asking to have their names included.

Trireme.

Dave Taylor has let me have more details of this new game, which is being marketed by Decalset, Dept. D2, 16 Davenport Road, Sidcup, Kent. The price of the game is £2.60 (presumably postage is additional); extra boards are 25p each, and the rules can be bought without the game for 35p.

Dave tells me he has only been able to have a brief look at the game so far, but will produce a report soon. I gather that Tony Jones also has a copy of this game on order - perhaps they could compare notes, or even have a postal game if this is possible.

From the photograph in the pamphlet Dave sent me, Trireme looks attractively presented. I will be getting a copy as soon as I can hoodwink the bank manager into letting me have some cash for free.....

Opponents Wanted.

Richard Redd wants a game of Deployment. Offers?

This is the only request I have had in this section this month; nor am I sure whether those who advertised in the last bulletin are still waiting or have found opponents. I hope to appear in this column myself in the near future.

In Prospect.

So finally I come to the end of my last bulletin, a fact which should cause a sigh of relief audible over all the country. As from June 1st, your joint regional directors will be Harry Tucker, 22 Salisbury Road, Seaford, Sussex, and Tony Jones, 32 Saxon Close, East Preston, Rustington, Sussex.

Harry and Tony will be splitting up the work as follows:-

Harry will be in charge of the monthly bulletin; please send all items for inclusion in the bulletin to Harry, except where specified below. Harry will also be dealing with 'politics' - contact with the other regions and with High Authority.

Tony will be dealing with new members recruitment, advertising and finances. When the time comes, annual dues should be sent to Tony. All correspondence concerning new members and/or advertising and recruitment should also be sent to Tony.

Actually, the bulletin will be a joint effort, so no harm will be done if something gets sent to the wrong person, particularly if it is sent well in advance of the next publication date.

Requests for rulings. We haven't a Judge in the region, nor would I presume to pass myself off as anything like the equal of Omar DeWitt on matters of rulings. However Harry, Tony and I can answer questions on simple situations and interpretations; so try one of us, and if we can't answer the question we will refer it to Omar. Incidentally, Omar is staying with me in early July, so anyone who has anything for him should send it to me.

I will be in London in the morning and early afternoon of Saturday July 10th in order to hand over the membership records etc. to Tony. Anyone who cares to join us for lunch is more than welcome (NOT AT MY EXPENSE, THOUGH!); please contact Tony or myself nearer the time and we will let you know what we have arranged.

Despite their modest protestations to the contrary, I am absolutely firmly confident that Harry and Tony will make a magnificent job of running the British region, and I am happy to leave the matter in their most capable hands. I know everyone in the region will join with me in welcoming them as regional directors and in wishing them enjoyment, satisfaction, and not too much hard work. I am sure the British region can face the future with complete confidence.

In Retrospect.

I have enjoyed being British Regional Director. Every ounce of this enjoyment has been the direct result of the continued support and interest of the membership, and I want to thank you all most sincerely for everything you have done to make the duration of the job a pleasant one, and for the many comments I have received recently. Believe me, the satisfaction of this job has come from communication with you all, and the fact that you have gained some benefit from this communication.

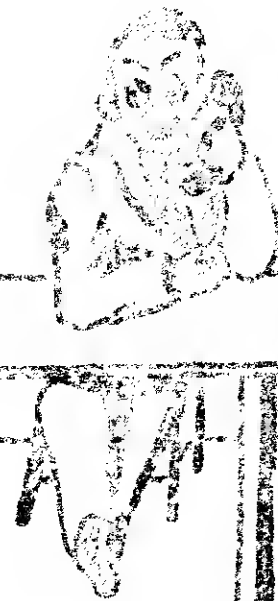
In nostalgic mood, I have been re-reading all the regional bulletins since April 1969, when a half-page of foolscap - formal and uncompromising - went out to the membership. At the time we had only six 'old' members, of whom three turned out to be inactive anyway. Now, 26 months later, we have 31 members, all active - a growth rate of one member per month. And this in a country which is, for the most part, ignorant of Avalon Hill and the board wargaming hobby in general. Not that the membership is now restricted to this country; we have two members in Sweden, one in Belgium and once in Israel, and there are signs that AHIKS will continue to expand outside the U.S.A. and the UK. It has been most gratifying to see this growth take place, and to welcome into the region keen players with much enthusiasm and vigour. The activities of the region have also grown in step with the membership; we have now had three regional meetings (we would have had a fourth had I organised things properly), we have strong links with Cranwell House Developments, and we have a continual stream of new ideas and ventures. It has been most heartening to see all this in flux, and to think that, in my bumbling way, I have had something to do with it all.

However much gratification has come my way from the organisational standpoint, it pales into insignificance in comparison with that aspect of the Society which I believe is the most important to every right-thinking member. I have made many good friends during the last 2½ years, and the fact that we meet rarely in no way detracts from the fact. Had it not been for AHIKS, I would never have known some genuine, amicable and sincere people, and this fact alone makes it all worthwhile.

My thanks to you all for the support you have given me. I look forward to the next regional meeting and to meeting you all again.

Don Turnbull.

BAR GAMES
AGENCY



YES SIR, YOUR STALINGRAD VARIANT HAS JUST ARRIVED!